



## 🌟EXD - Extra Dimensional: The New Made-in-Italy Virtual Reality Videogame🌟

Embark on an epic virtual reality adventure in a breathtaking fantasy universe: this is **EXD - Extra Dimensional**, the first video game currently in production by Lords Of Illusion srl, an innovative Italian start-up active in the field of digital productions and entertainment. This VR game combines elements of first-person shooter (FPS) and role-playing game (RPG), immersing players in an original fantasy universe.


The story, conceived by *Angelo Licata* and *Giacomo Cimini*, follows the protagonist Luigi, a courier for an online sales multinational, who finds himself catapulted into a fantastic world where he becomes a hero endowed with extraordinary powers. As a Mage/Warrior, Luigi acquires increasingly powerful skills during the game. His task is to retrieve earthly objects that have contaminated Erath to prevent a dimensional collapse and save two universes.

🎮EXD - Extra Dimensional provides an engaging experience for the most demanding players, thanks to its advanced physics and detailed programming of virtual hands. Every movement and hit has a tangible impact, creating a sense of authentic presence. The detailed and realistic environments are treated on par with the most important international productions, in order to create an even more engaging and immersive gaming experience.

The game and the teaser trailer were created with Unreal Engine, the AAA gaming engine by Epic Games, which allows for extraordinary audio and graphics quality.

👤LOI, Lords Of Illusion srl, is led by Angelo Licata, a well-known director and writer, and Marco Ghislanzoni, an engineer and programmer with extensive experience in the field of VR, CTO and founding partner of Human XR.

Annamaria De Pasquale, CEO, contributes with her experience and expertise in business management.

 To celebrate the announcement of the production of "EXD - Extra Dimensional", LOI has released a cinematic teaser trailer, available on YouTube and on the official game website at [www.extradimensional.world](http://www.extradimensional.world). The teaser trailer provides a 2D glimpse of the game's setting and is a first taste of some epic moments that players will experience during their adventure.

 For more information on EXD and to stay updated on the latest news, we invite you to visit our official website at [www.extradimensional.world](http://www.extradimensional.world).

 Link to the Teaser Trailer:

ENG: <https://youtu.be/2x1t8touBUo>

ITA: [https://youtu.be/8v\\_6cjk1\\_n4](https://youtu.be/8v_6cjk1_n4)

At this link you can download a rar file with frames taken from the trailer and in-game

[https://lordsofillusion.com/EXD\\_teaser\\_and\\_ingame\\_frame.rar](https://lordsofillusion.com/EXD_teaser_and_ingame_frame.rar)

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 Notes from the Creative Director 

**Why produce a virtual reality video game?**

"The reason is the same one that drives me to create films and novels, the need to tell stories that evoke emotions. VR is a new medium that allows the player to truly be the absolute protagonist, it's a totally immersive experience, it involves more and therefore moves more than other media. The most important companies know this well. The giants of the sector: Meta, Sony, Apple and many others, are all entering and feeding this market with huge investments. What VR headsets naturally need

are quality applications and games. It would be nice to be pioneers of a new way of telling stories by offering high-level experiences.”

Angelo Licata

### **Which games and experiences inspired EXD?**

“I think the video game I played the most was Skyrim. I even bought it multiple times in various editions, and finally, I completely re-experienced it in VR. Then Alyx arrived and it was a shock. Thanks to that masterpiece, Virtual Reality became a real world in which to have real experiences. It was impossible to go back. After writing the story of EXD, I started looking for someone who could concretize the possibility of at least getting close to that level of interaction with the world and game objects. I was lucky to meet an expert in Unreal Engine and Virtual Reality, Marco Ghislanzoni. His programming of virtual hands and physical interaction with the environment went far beyond my expectations. His contribution to the game in technical and artistic terms amazes me every day.”

Angelo Licata

### **Graphics is a fundamental element in current VGs. What will be the aesthetic of EXD?**

“I grew up loving fantasy and science fiction viscerally. I collected volumes with the artwork of the greatest fantasy illustrators in history. Frank Frazetta, Boris Vallejo, Julie Bell, and that mad genius HR Giger. When with Giacomo Cimini we started writing the story of EXD, I imagined that world through the eyes of those great artists. Tommaso Ragnisco, the brilliant concept artist I have been working with for over ten years, brought to life boards and sculptures inspired by those great artists, yet absolutely unique. EXD will be a journey into a mysterious and fascinating world. My goal is to create an aesthetic that makes exploration and the sight of a landscape so rewarding that it makes the player forget that an enemy is about to attack him.”

Angelo Licata

“I used fifteen years of experience dedicated to cinema and writing to put together a group of talents that could help me create an unforgettable world. A game that I would have always wanted to play myself.”

Angelo Licata

